

**In the Claims**

*This listing of claims will replace all prior versions, and listings of claims in the application. Changes to the claims are shown with additions underlined and deletions in ~~strikeout~~. No new matter has been added.*

1. (Currently Amended) A hand-held electronic toy, comprising:
  - a display; and
  - a toolbar menu on said display, said toolbar menu ~~enabling a selection from~~including a plurality of interactive tools, at least one of the plurality of interactive tools enabling the selection of one of a plurality of activities, at least another one of the plurality of interactive tools enabling interaction with a selected one of the plurality of activities. ~~that are included on said toolbar menu, wherein an interactive tool enables interaction with an activity that is displayed on said hand-held electronic toy, the plurality of interactive tools including a first set of interactive tools associated with a drawing activity and a second set of interactive tools associated with another activity.~~
2. (Currently Amended) The hand-held electronic toy of claim 1, further comprising a memory for storing code associated with at least one of the plurality of activities.~~the activity displayed on said hand-held electronic toy.~~
3. (Previously Presented) The hand-held electronic toy of claim 2, wherein said memory includes a removable read only memory cartridge.
4. (Previously Presented) The hand-held electronic toy of claim 1, further comprising a communication device configured to receive data from a second source.
5. (Original) The hand-held electronic toy of claim 4, wherein said second source includes a read only memory cartridge.

6. (Original) The hand-held electronic toy of claim 4, wherein said second source includes an Internet site.

7. (Original) The hand-held electronic toy of claim 4, wherein said second source includes a second hand-held electronic toy.

8. (Original) The hand-held electronic toy of claim 1, further comprising a stylus that enables a user to interact with said display.

9. (Original) The hand-held electronic toy of claim 8, wherein said stylus allows the user to select said interactive tools and said activities displayed on said display.

10. (Currently Amended) A hand-held electronic toy configured to selectively display one of a first activity and a second activity, the first activity including a drawing activity comprising:

a display;

a toolbar menu on said display, said toolbar menu having a plurality of selectable icons;

and

a plurality of interactive tools, each of said plurality of interactive tools having a predetermined characteristics, each of said plurality of interactive tools being associated with one of said selectable icons, the predetermined characteristic[[s]] of at least one of the plurality of the interactive tools including a first ~~set of~~ characteristic[[s]] associated with the drawing activity and a second ~~set of~~ characteristic[[s]] associated with the second activity.

11. (Currently Amended) The hand-held electronic toy of claim 10, further comprising a memory for storing code associated with at least one of the first activity and the second activity.

12. (Previously Presented) The hand-held electronic toy of claim 11, wherein said memory includes a removable read only memory cartridge.

13. (Previously Presented) The hand-held electronic toy of claim 10, further comprising a communication device configured to receive data from a second source.

14. (Original) The hand-held electronic toy of claim 13, wherein said second source includes a read only memory cartridge.

15. (Original) The hand-held electronic toy of claim 13, wherein said second source includes an Internet site.

16. (Original) The hand-held electronic toy of claim 13, wherein said second source includes a second hand-held electronic toy.

17. (Original) The hand-held electronic toy of claim 10, further comprising a stylus that enables a user to interact with said display.

18. (Original) The hand-held electronic toy of claim 17, wherein said stylus allows the user to select said interactive tools and said activities displayed on said display.

19. (Currently Amended) A method, comprising:

receiving a selection of one of a plurality of activities for display on a display of a hand-held electronic toy, the plurality of activities including at least one drawing activity;

receiving a selection of an interactive tool, the interactive tool being associated with a selectable icon in a toolbar menu; ~~and~~

determining a state of availability for the interactive tool; and

if the state of the interactive tool is activated, displaying indicia of a characteristic of a selected interactive tool, the characteristics of the selected interactive tool including a drawing characteristic when a selected activity of the plurality of activities includes at least one drawing activity.

20. (Cancelled)

21. (Currently Amended) The method of claim ~~19~~<sup>20</sup>, the plurality of activities including a first activity and a second activity, the first activity being a drawing activity, the displaying indicia further comprising:

displaying a first indicia associated with the drawing activity; and

displaying a second indicia associated with the second activity, the first indicia being different than the second indicia.

22. (Currently Amended) A method, comprising:

retrieving a first activity application from a memory for display on a hand-held electronic toy, the first activity being a drawing activity application; ~~and~~

determining a first characteristic of an interactive tool ~~included~~ associated with an icon on a toolbar menu disposed on the hand-held electronic toy, the first characteristic being associated with the retrieved drawing activity application;

retrieving a second activity application from a memory for display on the hand-held electronic toy; and

determining a second characteristic of ~~an~~ the interactive tool ~~included~~ associated with the icon on the toolbar menu disposed on the hand-held electronic toy, the second characteristic being associated with the retrieved second activity application.

23. (Currently Amended) The method of claim 22, wherein said determining ~~[[a]]~~<sup>the</sup> first characteristic includes determining a state of availability for the interactive tool.

24. (Currently Amended) The method of claim 22, wherein said determining ~~[[a]]~~<sup>the</sup> first characteristic includes determining contents of a second menu of tool options that is associated with the ~~selected~~ interactive tool.

25. (Previously Presented) The method of claim 22, wherein said retrieving a first activity includes retrieving the activity application from a removable read only memory cartridge.

26. (Currently Amended) A method in a hand-held electronic toy, comprising:

displaying a first selectable item on the hand-held electronic toy, said first selectable item being associated with one of a plurality of a drawing activityactivities capable of being displayed on the hand-held electronic toy;

displaying a second selectable item on the hand-held electronic toy, said second selectable item being associated with an interactive tool, said interactive tool having a characteristic in a first state; and

upon receipt of a selection of said first selectable item on the hand-held electronic toy, determining whether to modify a state of said characteristic of said interactive tool from said first state associated with the drawing activity to a second state.

27. (Original) The method of claim 26, wherein said characteristic is an availability of said interactive tool.

28. (Original) The method of claim 26, wherein said characteristic is a menu of contents of said interactive tool.

29. (Previously Presented) The hand-held electronic toy of claim 1, wherein the first set of interactive tools includes different interactive tools than the second set of interactive tools.

30. (Previously Presented) The hand-held electronic toy of claim 1, wherein the first set of interactive tools includes the same interactive tools as the second set of interactive tools.

31. (Currently Amended) A hand-held electronic toy, comprising:

a first read-only memory, the first read-only memory including code associated with a first drawing activity; ~~the first activity being a drawing activity;~~

a tool bar menu having a plurality of interactive tools, at least one of the plurality of interactive tools being associated with one of a first ~~set of~~ characteristic[[s]] and a second ~~set of~~ characteristic[[s]], the first ~~set of~~ characteristic[[s]] being associated with the first drawing activity; and

a port configured to receive a second read-only memory, the second read-only memory including code associated with a second drawing activity and having data associated with a ~~second set~~ the at least one of a plurality of interactive tools, the ~~second set of interactive tools~~ having the second set of characteristic[[s]] being associated with the second drawing activity.

32. (Currently Amended) A hand-held electronic toy, comprising:

a touch-screen display; and

a printed toolbar on the touch-screen display, the printed toolbar including a plurality of ~~selectable~~ icons, each of the plurality of ~~selectable~~ icons associated with at least one drawing tool, when operational, each of the plurality of icons being one of activated and inactivated based on an activity selection.

33. (Previously Presented) The hand-held electronic toy of claim 32, wherein the at least one drawing tool includes a straight line tool, the straight line tool configured to allow a user to render lines on the touch-screen display using a drawing stylus at a user-selectable line thickness.

34. (Previously Presented) The hand-held electronic toy of claim 33, wherein the hand-held electronic toy is configured to display a pop-up menu on the touch-screen display, the pop-up menu including a graphical representation of a plurality of line thickness to the user.

35. (Previously Presented) The hand-held electronic toy of claim 32, wherein the at least one drawing tool includes a primary shapes tool, the primary shapes tool associated with a plurality of secondary shapes tools, the primary shapes tool configured to allow a user to select one of the plurality of secondary shapes tools, each of the plurality of secondary shapes tools configured to allow a user to render a corresponding one of a plurality of predetermined shapes on the touch-screen display using a drawing stylus.

36. (Previously Presented) The hand-held electronic toy of claim 35, wherein the hand-held electronic toy is configured to display a pop-up menu on the touch-screen display, the pop-up menu including a graphical representation of the plurality of secondary shapes tools to the user.

37. (Previously Presented) The handheld electronic toy of claim 35, wherein the plurality of secondary shapes tools include:

a square drawing tool;

a circle drawing tool; and

a triangle drawing tool, each of the square drawing tool, the circle drawing tool, and the triangle drawing tool configured to render the corresponding one of the predetermined shapes on the touch-screen display in outline form.

38. (Previously Presented) The handheld electronic toy of claim 35, wherein the plurality of secondary shapes tools includes a polygon tool, the polygon tool configured to render the corresponding one of the predetermined shapes on the touch-screen display by connecting a plurality of predetermined points with a plurality of straight lines.

39. (Previously Presented) The hand-held electronic toy of claim 32, wherein the at least one drawing tool includes a primary special effects tool, the primary special effects tool associated with a plurality of secondary special effects tools, the plurality of secondary special effects tools configured to alter an image rendered on the touch-screen display.

40. (Previously Presented) The hand-held electronic toy of claim 39, wherein the hand-held electronic toy is configured to display a pop-up menu on the touch-screen display, the pop-up menu including a graphical representation of a plurality of secondary special effects tools to the user.

41. (Previously Presented) The handheld electronic toy of claim 39, wherein the plurality of secondary special effects tools include:

a reverse-out tool, the reverse out tool configured to change selected pixels to the opposite ON/OFF state;

a rotate 90 degrees tool, the rotate 90 degrees tool configured to rotate the image by 90 degrees; and

a mirror tool, the mirror tool configured to mirror the image across one of the x and y axis of the touch-screen display.

42. (Cancelled)